Rock, Paper, Scissors, Lizard, Spock plan:

Step 1: Display the rules of the game

Step 2: Ask how many human players will be playing

Step 3: Ask if the player wants to play against a person or the computer?

Step 4: ask what gestures (r,p,s,l,s) the player wants to use

Step 5: Add win count to winner

Step 6: Once counter reaches two, winner is declared (best 2 of 3)

Step 7: End current game

Step 8: Ask player if they would like to play again at end of game?